

FIG. 2

model-view, projection	local lighting lighting			
model-view, mo normal, projection pu	"n" complex lights loca			
model-view, rormal, texture non	"n" simple lights "n"		Clipping lines	
model-view, normal	"1" complex light	Projection	Clipping strips of triangles	Exponential Fog
model-view	"1" simple light	None	Clipping triangles	Linear Fog
Transform	Lighting	Post Lighting Transform	Clipping	

FIG. 3

Output

Final

## Phase Module Sequence A

model-view, normal, projection infinite lighting

FIG. 4a

## Phase Module Sequence B

model-view, normal, texture
local lighting
projection
linear fog
Output

FIG. 4b

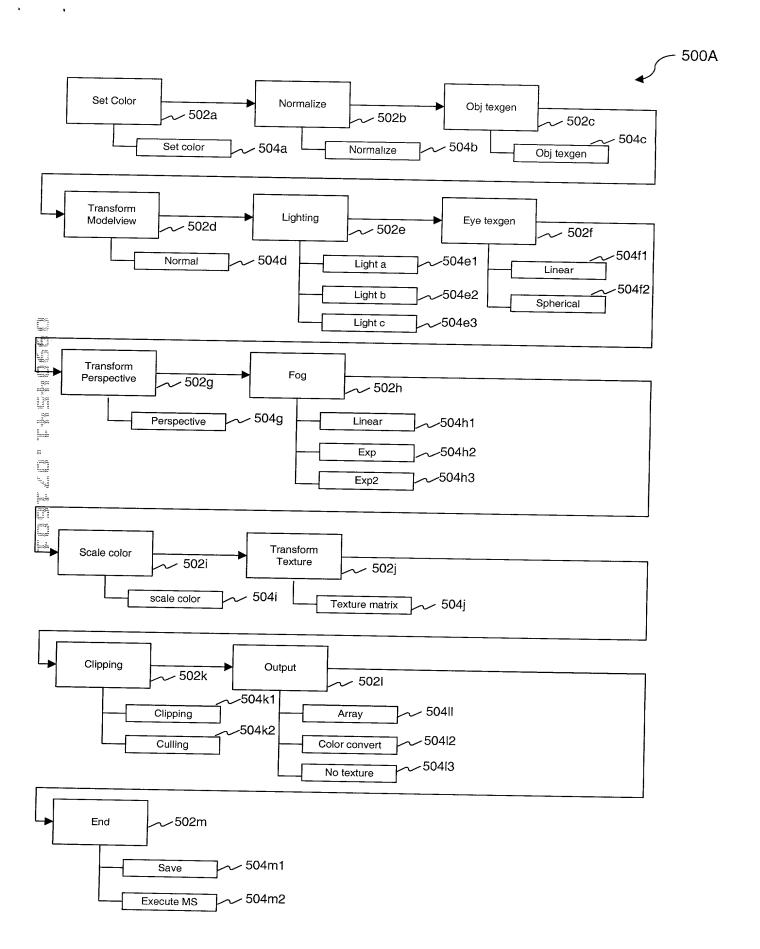


FIG. 5A

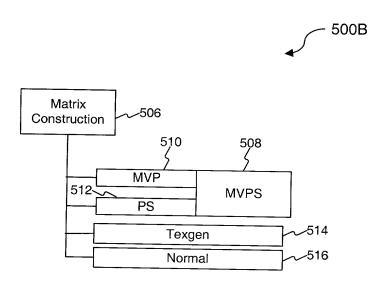


FIG. 5B

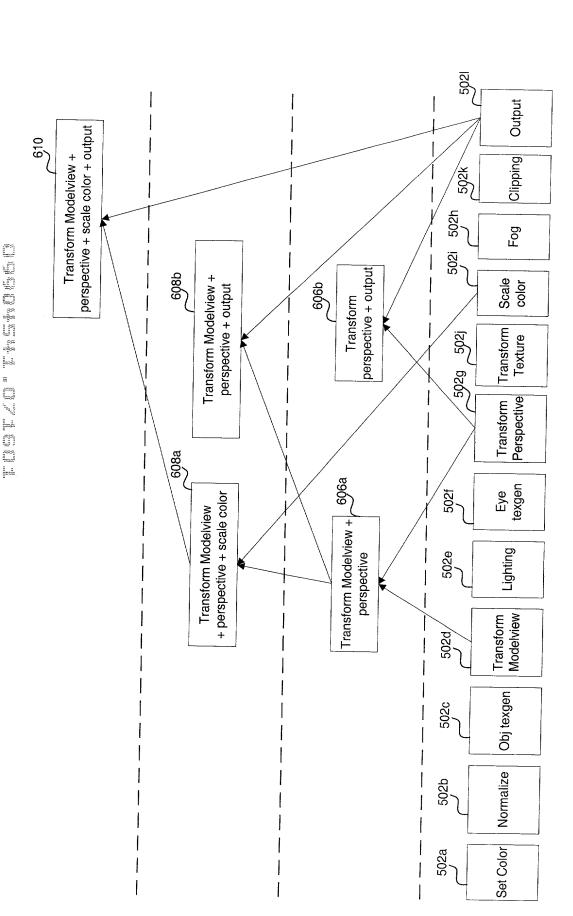


FIG. 6

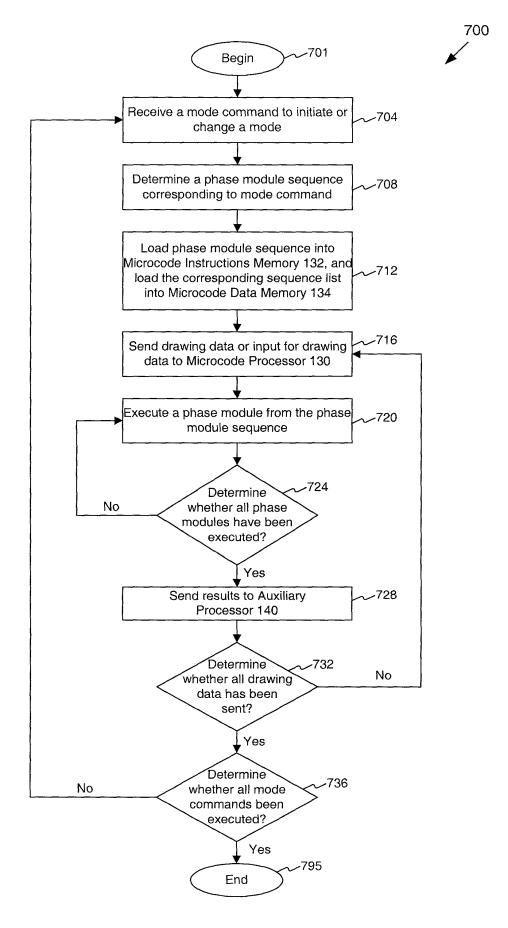


FIG. 7

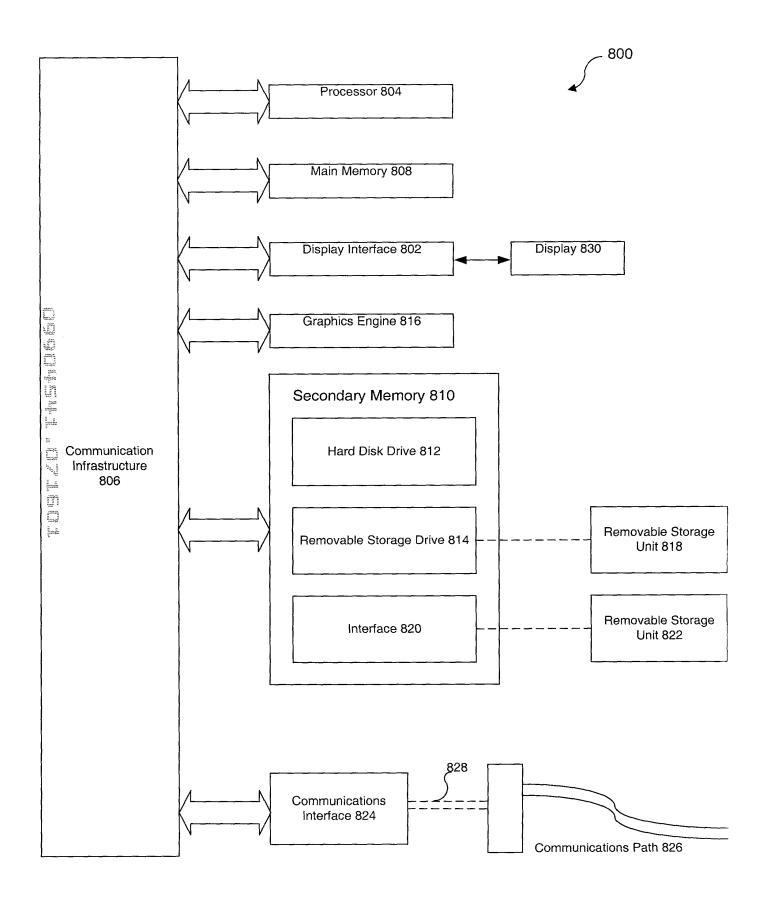


FIG. 8